Zombies Text Game

*Game Design Document (GDD)*

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# **Description of Game**

This game is a simple choices matter text adventure game. The player will read the story and press keys on the keyboard to select choices. The computer will then display a new screen of text in response to this input. We will be using a zombie-themed horror comedy storyline. If the player can make it all the way through the story to the safety zone they win, and if they find a zombie anywhere along the way it is most likely game over. The important functions to be included are that the player knows what keys can be pressed at every step of the way, and the computer responds to the key presses appropriately until the game ends. At the end of the game the player will be given the option to play again.

# **Story**

In our story the player wakes up on their couch in the middle of the living room of their house in a quiet suburban neighborhood. The TV was left on from the night before and is showing only static. The only notable items in the room are a half-eaten pizza, a 2-liter of root beer, an XBOX controller, and the TV remote which changes the channel to an emergency broadcast. The broadcast cuts in and out and the only useful information the player learns is “Zombies”… “Evacuation zone”… and “Escape while you still can!” It is then the player’s responsibility to make good or bad choices that have the potential to lead the player to the evacuation zone and safety, or down the wrong path to certain doom!

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# **Scenes**

* Living Room Scene [Start]

Here are the possible states the player can get into, and how they can move between them. The first letter of each transition represents the key they would press. The way to advance the game is to choose the TV remote which changes the channel to an emergency news broadcast telling the player that zombies have taken over the city!

The player is then given options to check for supplies in the attic, go to the kitchen, or go outside. Checking for supplies leads to the “Attic Scene”, going to the kitchen leads to the “Kitchen Scene”, and going outside leads to the “Neighborhood Scene”.

* Attic Scene (flashlight, backpack)

Upstairs the player finds the attic stairs already open, and the power is still out. The player can climb the stairs or go back. If the player proceeds into the attic the player will be given the options to walk forward, inspect the floor, or go back downstairs.

Walking forward causes the player to trip over a flashlight, inspecting the floor reveals a flashlight, and going back downstairs takes the player back to the “Kitchen Scene” and “Neighborhood Scene” options.

If the player gets the flashlight, they will hear a noise and be given the options to turn on the flashlight, feel around in the dark, or go back downstairs. Turning on the flashlight causes the player to find a zombie, feeling around in the dark reveals a backpack hanging on a coat hanger, and going downstairs takes the player back to the “Kitchen Scene” and “Neighborhood Scene” options.

* Kitchen Scene (knife)

In the kitchen the player is given the options to inspect the drawers, open the refrigerator, or go out the back door.

Inspecting the drawer reveals a knife for the player to pick up, opening the fridge leads to more eating, burping, and farting, and then going out the back door leads to the “Neighborhood Scene”.

* Neighborhood Scene

Now outside the house, the player sees the city in the distance with plumes of smoke painting the sky dark. The player is given options to inspect the neighbors’ house, go to the city, take the highway out of town, and go back inside their home.

Inspecting the houses leads to “Neighbor’s House Left / Right Scene”, going towards the city leads to the “City Scene”, taking the highway out of town leads to the “Highway Scene”, and going back inside leads to a zombie\*.

\* The player can survive the zombie attack only if they picked up the knife.

* Neighbor’s House Left / Right Scene (code for sewer gate)

Before proceeding, the player is first given the option to pick the left or the right house. Once a house is picked the player walks up to the house and is given the options to knock on the door, ring the doorbell, turn the doorknob, go back to the car, or check under the doormat (this last option only shows up if the player chooses the first three options before going back to the car).

Knocking on the door does nothing, ringing the doorbell does nothing, turning the doorknob reveals that the door is locked, going back to the car takes the player back to the options of going to the city or leaving the city, and checking under the mat reveals the key, unlocking the door.

Once inside, the door quickly slams shut behind the player and the house creaks eerily. The player is given options to go into the adjacent room, climb the stairs, or check the door. Going into the adjacent room takes the player to “Neighbor’s House Scene”, climbing the stairs leads to “Neighbor’s House Upstairs Scene”, and checking the door reveals that it is jammed and won’t open, but a note is found on the floor with a sewer gate code.

* Neighbor’s House Scene (pain medicine / first aid kit)

In the main room of the neighbor’s house, the player will notice a door to the garage, and the phone will start to ring. The player will be given the options to answer the phone, look around for supplies, or go to the garage.

If the phone is answered someone will be breathing and listening quietly on the other line, looking around for supplies reveals pain medicine or a first aid kit (depending on left / right neighbor’s house), and going to the garage takes the player to the “Neighbor’s House Garage Scene”.

* Neighbor’s House Upstairs Scene (boots)

In the neighbor’s house upstairs, the player will find a hallway with 2 bedroom doors and a bathroom door. They will be given the options to choose between the left bedroom door, middle bathroom door, right bedroom door, and going downstairs.

The left and right bedrooms will reveal a pair of boots, the bathroom will lead to a zombie attack\*, and going downstairs leads to “Neighbor’s House Scene”.

\* The player can survive the zombie attack only if they picked up the knife.

* Neighbor’s House Garage Scene (gas mask)

The garage will be dark, and the player will be given the options to turn on the flashlight, search in the dark, or open the garage door.

All three options will lead to a zombie\* that will cause the player to trip over some boxes and scrape their arm.

\* The player can survive the zombie attack only if they picked up the knife and the medicine / first aid kit, and will obtain the gas mask as a prize before going back to the car.

* City Scene (gun)

Upon reaching the city the player will get into a crash and start to be surrounded by zombies. The player will grab a gun that revealed itself from the glove compartment during the crash and be given the options to escape out the left of the car towards the subway, or the right side of the car towards downtown.

The subway will lead to the “Subway Scene”, and downtown will lead to the “Downtown Scene”.

* Subway Scene

In the subway, the player will be surrounded by zombies. The player will be given the options to fight, try to escape, or jump across the tracks.

If the player fights or tries to escape it will lead to zombies\*\*, and jumping across the tracks will lead to the “Downtown Scene”.

\*\* The player cannot survive this zombie attack.

* Highway Scene

While driving on the highway out of town, the player’s car will run out of gas near an abandoned gas station. The player will be given the options to walk to the gas station, or walk back towards town, and a third hidden option will exist to check the ditch off the side of the road.

Walking to the gas station leads to the “Gas Station” scene, and walking back towards town leads to a zombie\*\*. If the player chooses the third hidden option, they will be taken to the “Sewer Scene”.

\*\* The player cannot survive this zombie attack.

* Sewer Scene

If the player picked up all the hidden items throughout the game (i.e. the flashlight, backpack, knife, code for sewer gate, pain medicine or first aid kit, boots, gas mask, and the gun, then the player will be allowed to advance through the sewer tunnel to the “Helicopter Pad”, otherwise they will be taken back to the “Gas Station Scene”.

* Gas Station Scene

At the gas station the player will be given options to pump gas, look inside the store, or check around back.

All three options lead to a zombie\*\*.

\*\* The player cannot survive this zombie attack.

* Helicopter Pad [Secret End]

At the helicopter pad, the player will encounter the pilot who is ready to take off. The player will be given options to try to convince the pilot to take them with him. If the player convinces the pilot they will receive the secret ending where they will escape on the helicopter as the city is being purged.

Congratulations to the player they have successfully survived the game!

* Downtown Scene

At downtown, the player will find an outbreak of zombies and a group of soldiers. The player will be given the options to hide, use the gun to help the soldiers, or go back and take the road out of town.

Hiding will lead to a zombie\*, using the gun to help the soldiers leads to the “Evacuation Zone”, and taking the road out of town leads to the “Highway Scene”.

\* The player will survive this zombie attack and be taken to the evacuation zone.

* Evacuation Zone [End]

At the evacuation zone the player has finally reached safety… or have they? Military personnel in the camp have blocked off access to the evacuation helicopters because of orders to quarantine the city. Is it too late? The executive order comes through and the city is to be purged. Is this the end?

# **Screen Mockups**

Here is an example of what the main game screen will look like. It consists of simple images on a black background, and a single UI > Text element.

